WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



#### **EVERYONE**

**Violence** 





THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# CONTENTS

Starting the Game
Game Boy® Advance Controls
Character Controls
The Genus is Loose!
The Game
Main Menu
Start Game
Password
Options
Pause\Mission Objectives Screen
On-Screen Display
Power-Ups
Levels
The Genus
Credits
Customer Support
Software License Agreement

## STARTING THE GAME

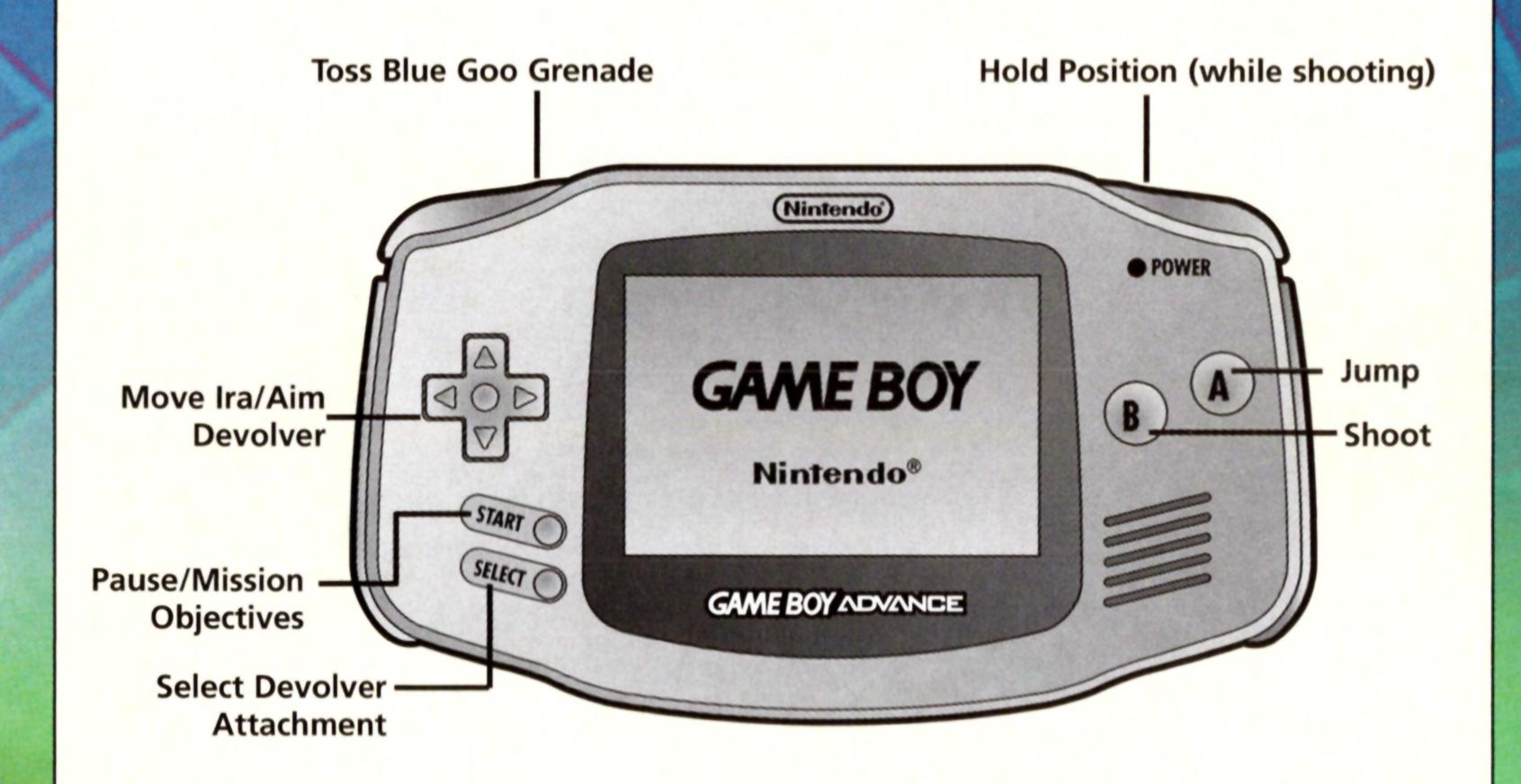
Make sure the POWER switch is OFF.

Insert the *Alienators: Evolution Continues*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.

Turn the POWER switch ON.

Note: The Alienators: Evolution Continues™ Game Pak is for the Game Boy® Advance system only.

## GAME BOY® ADVANCE CONTROLS



## CHARACTER CONTROLS

Control Pad RIGHT

Move Ira Right/Open unlocked doors to the right

Control Pad LEFT Move Ira Left/Open unlocked doors to the left

Control Pad UP Walk through doors in background/Look up

while standing/Climb up ladders

Control Pad DOWN Crouch while standing/ Look down while

crouching/Climb down ladders

A Button Jump

**B Button** Shoot currently equipped Devolver Attachment

L Button Toss Blue Goo Grenade

R Button (Hold)

Hold Position (allows Ira to fire in all directions

while standing, crouching, on a ladder, or on

monkey bars)

Hold B Button + Control Pad Ira will shoot in the Control Pad direction while standing,

crouching, jumping, on a ladder or on monkey bars

Start Pause Game/Display Mission Objectives

Select Devolver Attachment (only selects from

Attachments which have ammunition available)

Select

## THE GENUS IS LOOSE!

Deep in the heart of the Alienators' base, a beeping is heard...

"Lucy?!? You gonna get that?"

Beep...

"Harry?!?!"

Beep...

"Wayne?!?!?!"

Beep....

"ANYONE?!?!?!" Sigh. "Alright, Gassie, off my lap, boy."

Gassie emits a small squeaky sound as Ira leaps up from the sofa and picks up the OIC (Operational Information Coordinator).

"Alienators' Palace. Ira speaking. How can I be of service?"



"Kane? It's Woodman. We've got a situation here. I sent a sample of the Genus to some eggheads who've got a bio-research facility out in the desert near Flagstaff. Unfortunately, we lost contact with them a few hours ago. It looks like they goofed up good. We got mutants all over the desert, and I don't even want to think of what's in that lab. Now I've got two options: I can blast it to smithereens, which is going to cause me all sorts of paperwork, or I can call you."

Ira frowns, deep in thought.

"As you can hear, I decided to call you. I want you—and you alone—to get in there and see if you can fix this mess. Your geek buddies can stay in the lab and work on it from the science end. If you can take care of it, it'll save me some bad publicity, and I'll see about some DARPA research grants for the college. If not, well, I've got a rapid response SAC team ready to turn that little piece of desert into a parking lot, with extreme prejudice, if you know what I mean. Good luck, and don't take too much time. Those SAC boys have itchy trigger fingers..."

"Right, General. We'll see what we can do, but you'd better not 'forget'

our help after we clean up this mess, like you did the last time!"

The sound of Woodman's laughter can be heard through the OIC. "Son, I have no idea what you're talking about! Now get out there and kick some alien butt!!!" Click.

"Well guys, looks like we've got another fine mess on our hands. We'd better get suited up for action."

Gassie wiggles back and forth with anticipation as a long, throaty gurgling sound is heard.

"Awwwwwww, Gassie, don't make me get out the air freshener again." Ira looks around the room and suddenly shouts to no one in particular—"Alienators, mount up!!! Scopes is out there causing trouble and we're the only ones who can stop him!!!"

Almost as soon as the words are out of his mouth, the rest of the team files in and begins to help Ira plan their latest confrontation against the alien menace. Armed with little more than ingenuity and a fire truck full of Blue Goo Shampoo, the Alienators set out to battle Scopes and the Genus. Let the games begin!!!

#### THE GAME

You must guide Ira through the research facility in an effort to find out what happened and eradicate any Genus aliens you find there. Your team will support you from the outside, but it's just you and your trusty Devolver on the inside. A special weapon that fires Blue Goo Shampoo, the Devolver eliminates Genus enemies by forcing their DNA to devolve back to a single cell.

Unfortunately, the Genus is able to adapt to your weapons! You will need to rely on your team outside to find ways to modify your Devolver to be effective against the Genus as it learns to become invulnerable to your shots. So be careful and be on the lookout for Scopes and his Genus-mutated alien friends!

Good luck, Alienator!

#### MAIN MENU

Use the **Control Pad** to navigate through the menu options. Press the **A Button** to accept your selection.

#### Start Game

Select **Start Game** to enter the research facility and begin eliminating the Genus menace.

#### Password

Use this screen to enter a password and restore your game progress. Press the Control Pad Left/Right to highlight the character's position and the Control Pad Up/Down to select the character. Press the A



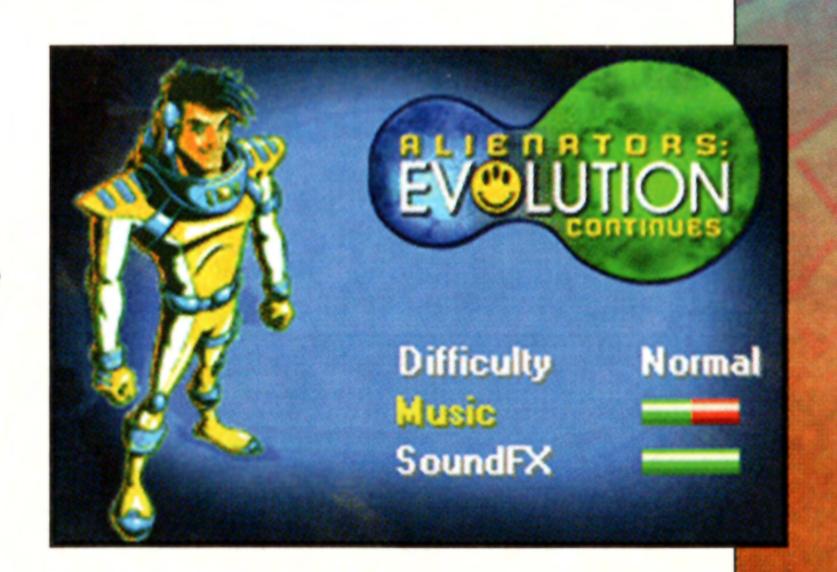


**Button** to accept the password or the **B Button** to return to the Main Menu.

Note: Completing the game on Normal or Hard difficulty will give you a secret password. Keep in mind that the effects of this password will only remain stable as long as Ira does. Restarting a mission or using a subsequent password may cause these effects to "devolve."

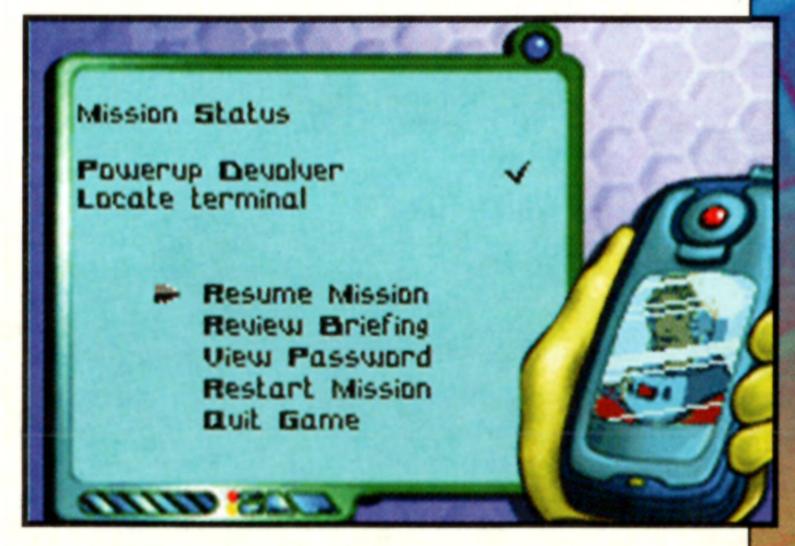
#### **Options**

Press **Up/Down** on the **Control Pad** to highlight an option. Press the **Control Pad Left/Right** to change the option. Press the **B Button** to return to the Main Menu.



#### PAUSE\MISSION OBJECTIVES SCREEN

Press **START** while playing the game to pause the game and view your current mission objectives. Completed objectives are marked with a checkmark. From this screen you can access the mission briefing, view your current password, restart the mission, or quit the game.



Note that when View Password is selected, the password from the last level completed is given, which can be used to restore your progress at a later time (see Password on page 11). Select Resume Mission to continue playing. Select Review Briefing to see the full mission objective briefing again. Select Restart Mission to reset the current level. Select Quit Game to leave the game.

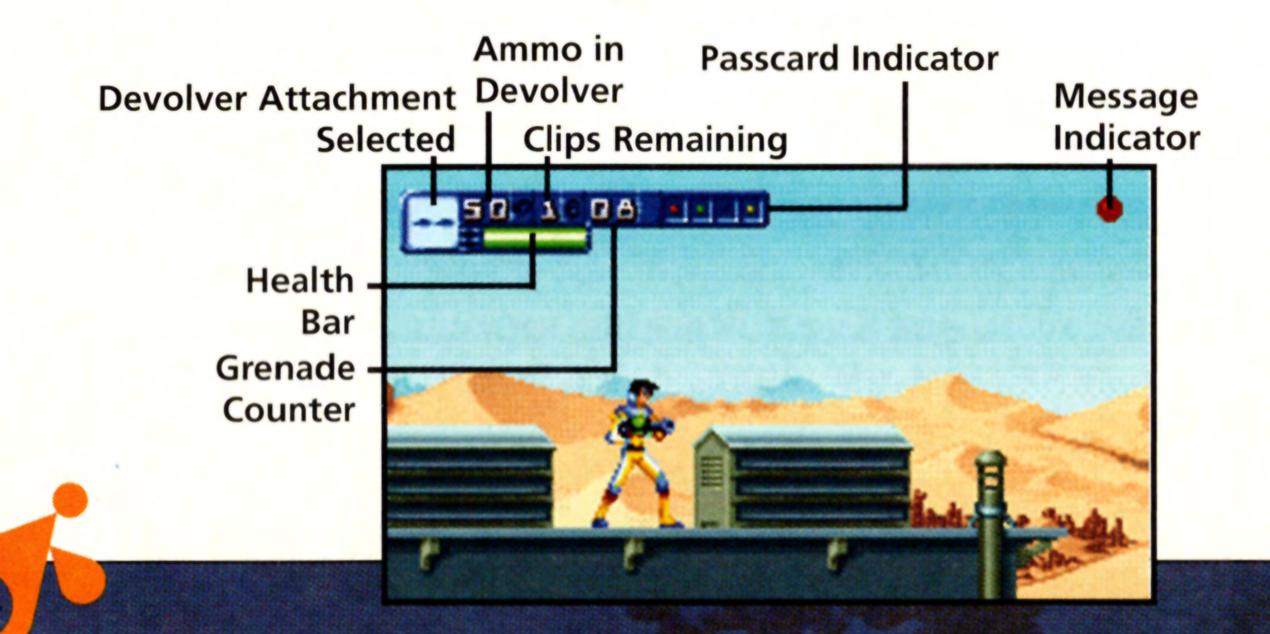
### ON-SCREEN DISPLAY

Devolver Attachment Selected—Active Devolver Attachment.

**Ammo in Devolver**—Current number of shots loaded in the Devolver for the selected Attachment.

Clips Remaining—The number of refills for the current Devolver Attachment.

Grenade Counter—The number of Blue Goo Grenades in your possession. You can only carry 15!



Passcard Indicator—Colored passcards in your possession. Colored doors can only be opened with the same-colored passcard.

Note: Silver security passcards (mission objective passcards) will not appear in the on-screen display, because they are single-use items.

Health Bar—Life remaining. You only live once, so grab Health power-ups when you can!

Message Indicator—Indicates a change in mission status. Press START to pause the game and view your current mission status.

#### POWER-UPS

#### **Blue Goo Grenades**

Picking up one of these will give you five Blue Goo grenades to use on the Genus aliens.



#### Rapid Fire Attachment

This power-up will give the Devolver a higher rate of fire, allowing you to devolve your enemies much more rapidly than the standard-issue Blue Goo ammo.



### RPG (Rocket Propelled Goo) Attachment

These special rockets were designed by Ira in a recent lab experiment. When collected, the Devolver will be able to fire three rockets in a single shot! This allows you to hit enemies above and below you with a single pull of the trigger.

## Shampoo-Thrower Attachment

Ira's experiments with aerosol Blue Goo paid off! By attaching this power-up, your Devolver can shoot bursts of blue devolving goodness!



## Super Sludge Attachment

A much more potent form of the standard Blue Goo, the Super Sludge will devolve the more powerful Genus enemies with ease.



### Big Blue Goo Attachment

The most powerful weapon available to Ira—a single shot of this stuff will take down almost anything but Scopes himself.



#### Passcard

Some areas of the research facility are protected from intruders by electronic lock. If you find a door you can't get through, you probably need to find a passcard to unlock it. Keep in mind that the passcards and doors are color-coded.



Note: Silver mission objective passcards are one-time use items that will not appear on your on-screen display.

#### Health

If you find one of these, snatch it up quickly! This power-up will restore a portion of Ira's health.



### LEVELS

### Outside Compound Entrance (East)

The desert outside the secret research base where the Genus was being studied is a very dangerous place. Ira must establish contact with the other Alienators and find a silver passcard to get inside the base—but don't expect the entrance to be unguarded!

## Floor G: Compound Entrance (East)

There are signs of destruction everywhere and nobody's around. In order to continue your mission, you must find and power-up the emergency generator. Be on the lookout for any creatures that Scopes may have placed in your path!







### Floor B1: Research and Development (East)

Your mission here is to recover the 10 lab note discs scattered throughout the level that contain data about the resident strain of Genus. The information on the discs can be sent to the other Alienators on the outside. They will then work on a way to neutralize the mutagen and help you fight your way further into the base!

### Floor B2: Main Lab (East)

This is where technicians put the fruits of the R & D team's efforts to the test. Unfortunately, it looks like someone is putting you to the test instead! The monsters are getting tougher on this level, and it seems that they may be monitoring your movements! Your mission is to "Goo Up" all of the security cameras before Scopes and his buddies can track you down and add you to their collection of interesting Earth creatures.

Lab Note Disc





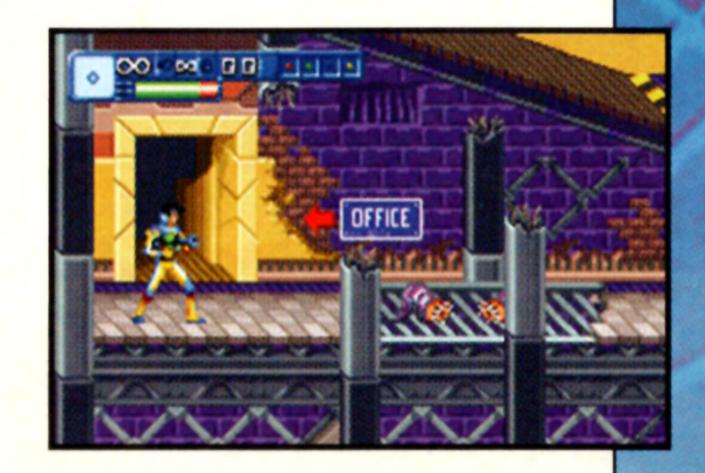


#### Floor B3: Executive Offices (East)

These fancy offices—made slightly less impressive by the destructive power of the Genus—hold secrets that you were not meant to see. Your mission? Locate the security office on this level, and get the silver security passcard. Only with the passcard can you find your way out of the executive washroom before YOU are washed up!

#### Floor B4: Sub-Basement (East)

Use the Big Blue Goo attachment of your Devolver to fill the 12 vent shafts located on this floor with Blue Goo. This will seal the air ducts with Goo and ensure the "devolution" of anything you missed that was creeping around in the vents above. Use the refilling station if you run out of Big Blue Goo!





Station



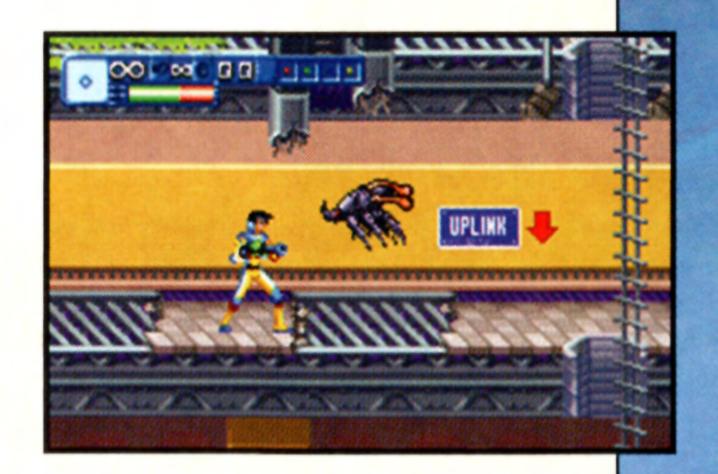
### Floor B4: Sub-Basement (West)

Now that you've sealed the air-vents, the basement is starting to fill with mutant gas! Help Ira exit before the gas reaches above his head, or he'll suffocate. Needless to say, your evolved "friends" can breathe the alien air without any problems!



#### Floor B3: Executive Lab (West)

The mission here is to power-up the central computer and rooftop satellite dish so that Ira can send all of the data that was collected on the growth and mutations of the Genus to General Woodman and the rest of the team. Lab technicians kept careful notes right up until the Genus overtook the compound, but there are no signs of friendly technicians on the floor now...



#### Floor B2: Main Lab (West)

Using the information sent through the satellite dish, the other Alienators provide some vital news: three experimental weapon parts are located in the lab! You must find and attach them to the Devolver in order to do damage to the highly evolved Genus creatures found on this level. Be particularly careful, because your weapons can't hurt any of these baddies until you assemble the new Devolver parts!



**Experimental Weapon Part** 

Floor B1: R&D Level (West)

Using your freshly powered-up Devolver, fill all of the vents on this level with Big Blue Goo. This will cause the facility to fill up with gas and neutralize every alien in the compound. The only problem is: there's a whole army of enemies that are just itching to stop you from neutralizing them!



#### Floor G: Genus Den (West)

Plugging those vents has caused the facility to fill with devolving gas! Find your way to the ventilation valve to seal the compound, then find a way out!



Woodman's not 100% convinced that nuclear destruction is not the answer, so the area outside the facility needs to be cleared of any stray creatures that may have escaped. You must dispatch every single one of the remaining Genus enemies. But watch yourself. Scopes himself may have something special in store for you...





## THE GENUS

#### Killer Larva



This is a worm-like little beast that packs quite a mouthful of teeth. Don't be surprised if you see some creeping along the ceiling...

### Crabby Crawler

This small, crab-like creature is more of a nuisance than a real hazard, but watch out for their surprise jump attacks!



#### Chamelakeet

In a case of genetics gone wrong, the Genus crossed a chameleon with a parakeet and this little guy is the end result. Don't be fooled by his colorful exterior, because this lizard has a bone to pick with you—actually, a bone to pick ON you—ALL OF YOUR BONES!



#### **Aerial Weasel**

The Genus has mixed weasel and bat DNA and came up with this evil concoction. It flies, it hisses, and it attacks!



#### Double-Beaked Bee Bird

Fusing two flying animal genes together, the Genus developed this monstrosity. Watch out for its deadly swoop attack.



### Mantiwasp

A more malicious version of the Crabby Crawler, but bigger, with more claws and much more attitude!



## Hydrasaurus

This two-headed creature is a fearsome beast indeed! Luckily, Blue Goo will take out two heads just as good as one.



#### Sharkadillo

This crazy creature will charge anything that moves. When rolled into a ball, its armadillo shell protects it from being harmed by any weapon and its sharp shark teeth scare away all creatures in its path.



### Spitting Lizard

With its projectile acid spit, this large scorpion/lizard hybrid is one of the toughest foes you'll face.



#### Mini-Scopes, Jr.

In his quest for world domination, Scopes has tried to replicate the most perfect Genus creature ever created—himself! Much to his disappointment, Little Scopes doesn't live up to Dad's exacting standards, but be wary. He is still a force to be reckoned with!



#### Scopes

The Genus operates on a hive mentality, which means that one central brain controls them all. Scopes is the brains AND the brawn of the Genus aliens. He is the sum total of every creature (and brain!) that the Genus has assimilated during its stay on Earth. Scopes knows what you are thinking before you think it. He is the biggest, meanest, scariest, toughest creature you'll face. Expect the worst and you still won't be even close to prepared!!!



#### CREDITS

Digital Eclipse
Programming
Alex Amsel, Mark Fitt

Art Director Boyd Burggrabe

Art

Simon Butler, Stoo Cambridge, Seth Forester, Peter Overstreet

> Additional Art Andy Noble, Vaughn Ross

> > Production Manager Chris Charla

Music and Sound Effects
Allister Brimble

Level Design
Dave McMullan

Associate Producer
Dean Sitton

Producer Bill Baffy

Creative Director Mike Mika Senior Producer Renee Johnson

Executive Producers
Andrew Ayre, Jeff Vavasour

Special Thanks

Granted Savage, Carrie Shepherd, Oscar, Emil Villa, Dave Liebling, Claire with the hair, Freya Shephard, tuna fish everywhere, Mrs. Stoo aka Amanda, Kids of Stoo aka Hollie, Bethany, Kaitlyn, Family of Stoo aka Mum, Dad, Jonathan, Glen, Stoof Stuff aka the kitchen sink, the kettle, whoever invented tea bags, etc.

—No monsters were harmed during the creation of this videogame—

Activision Development Team
Producer

Brian Clarke

Associate Producer
Blaine Christine

Production Coordinator Peter Muravez

Executive Producer Chris Archer

VP, North American Studios Murali Tegulapalle Exec. VP Worldwide Studios Larry Goldberg

Activision Marketing and PR
Brand Manager
Jenny Stornetta

Marketing Associate
Jennifer Daniels

VP, Global Brand Management Tricia Bertero

> Public Relations Michael J. Larson

Activision QA

QA Project Lead
Jeffry Moxley

QA Senior Lead Adam Hartsfield

QA Console Manager Joe Favazza

QA Night Shift Manager Jeremy Gage

QA Test Team
Tanya Langston, Mike Wesby, Eddie Flores,
Garrett Oshiro, Kirk Kosinski, Kyle Carey

QA Special Thanks

Jim Summers, Jason Wong, Tim Vanlaw, Ed Clune, Nadine Theuzillot, Sam Nouriani, Indra Gunawan, Marco Scataglini, Jennifer Vitiello, Willie Bolton, Nicholas Favazza

**Customer Support** 

Customer Support Manager Bob McPherson

Customer Support Leads Rob Lim, Gary Bolduc, Mike Hill

> Activision Legal Mike Walker

**Activision Special Thanks** 

Stacy Sooter, Brian Simkin, Matt Geyer, Jessica H. Christine, Steve Rosenthal, Brian Pass, Gene Bahng, Mike Ward, Greg Goldstein

DreamWorks Special Thanks

Paul Elliot, Lawrence Hamashima, Meaghan Nix, April Paradise, Rick Rekedal, Dorit Saines

VP Creative Services
Denise Walsh

Manager Creative Services
Jill Barry

Creative Agency
Ignited Minds, LLC

## **CUSTOMER SUPPORT**

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision.

It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

#### SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

#### In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

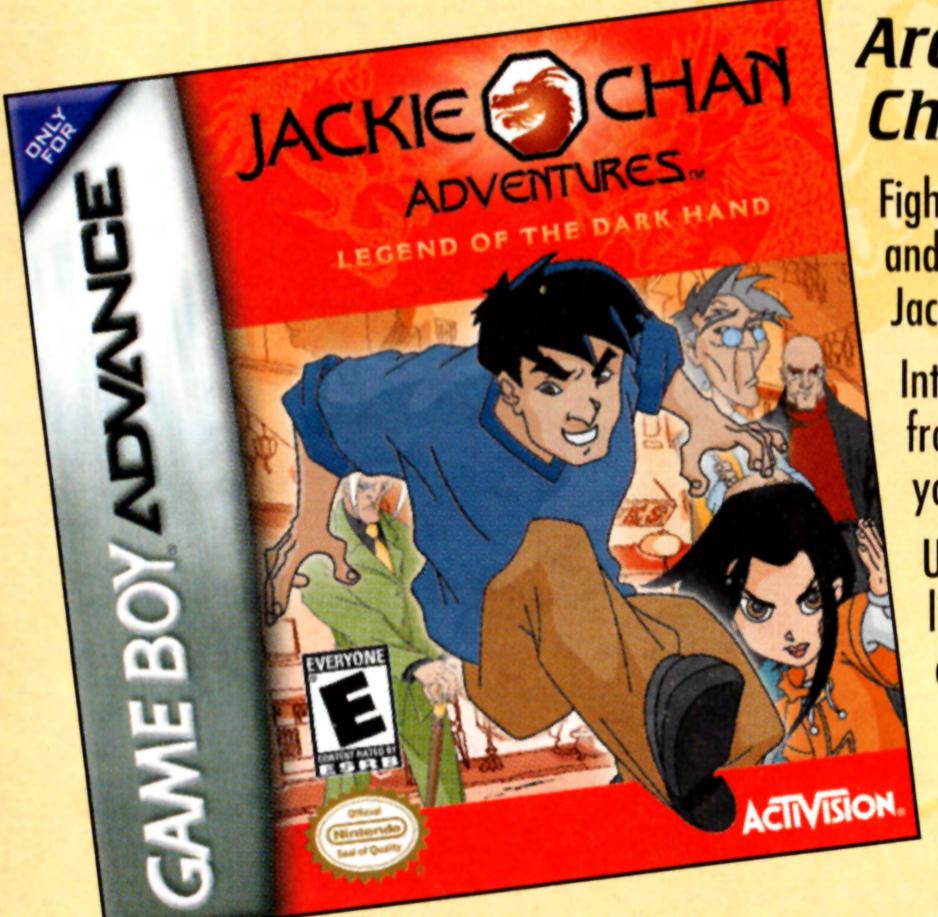
**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



## Are You Chan Enough?

Fight as martial arts pro and expert archeologist, Jackie Chan.

Interact with characters from the TV show and do your own stunts.

Use items around you, like umbrellas, brooms—even fish—to defend yourself.

Now available on Game Boy® Advance.







## ACTIVISION.

activision.com



FAMILY ENTERTAINMENT GROUP



GAME BOY ADVANCE



**Violence** 

Jackie Chan Adventures: TM & © 2001 Adelaide Productions, Inc. All Rights Reserved. Game code ©2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All Rights Reserved. Developed by Torus Games. Licensed by Nintendo. Nintendo, Game Boy, Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.



activision.com

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

Alienators: Evolution Continues TM 2001 DreamWorks L.L.C. © 2001 DreamWorks L.L.C. and DIC Entertainment L.P. 3-Eyed Logo based on 'Smiley,' TM Smiley Licensing Corp. Game code © 2001 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All Rights Reserved. Developed by Digital Eclipse. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

80285.260.US

PRINTED IN U.S.A.